



A WORLD IN MOTION

**Glider Track Description &
Scoring Guide**

Distance

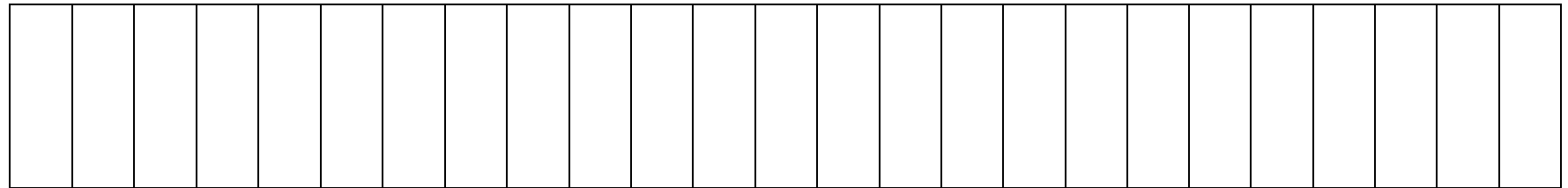
Objective: Student design teams will construct a glider that can glide as far as possible.

- Course Specs: 25m long x 5m wide
- Each team will be given 1 launch
- Teams must release glider from designated launch pad (meter stick with 2-#19 rubber bands interlocked)
- No limit on stretch
- Glider must stay on course for trial to be valid

Scoring

- Design teams get 1 launch
- Final score is based on flight length (point where glider first touches floor)
- Judge will mark flight length with sticker
- Measurement taken in centimeters
- Longest flight wins competition

Distance Course



0m

5m

10m

15m

20m

25m

Time Aloft

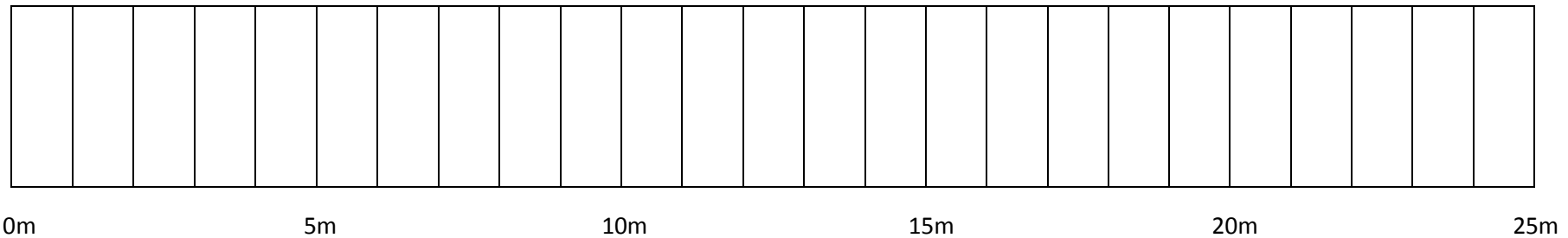
Objective: Student design teams will construct a glider that can stay aloft for the longest period of time.

- Course Specs: 25m long x 5m wide
- Each team will be given 1 launch
- Teams must release glider from designated launch pad (meter stick with 2-#19 rubber bands interlocked)
- No limit on stretch
- Glider must land within confines of course

Scoring

- Design teams get 1 launch
- Final score is based on total time aloft (2 significant figures)
- Longest time aloft wins competition

Time Aloft Track



Target

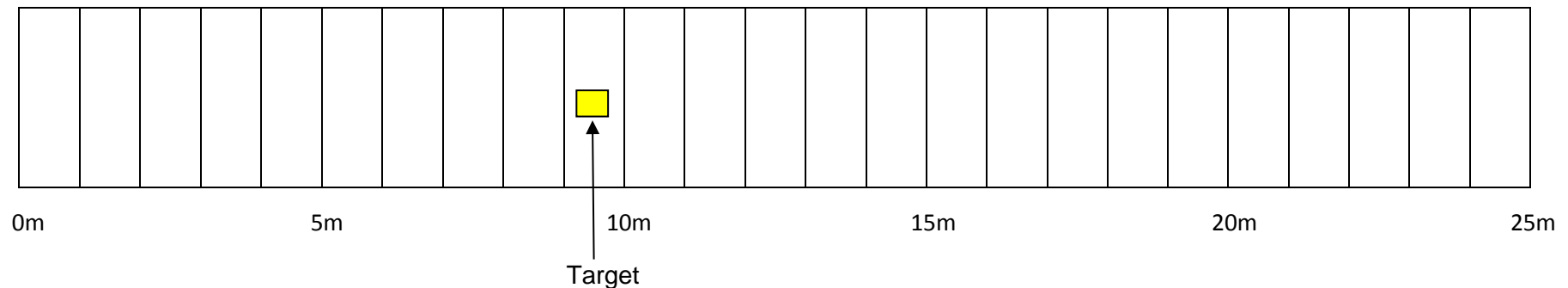
Objective: Student design teams will construct a glider that can land on a target 9 meters from launch pad.

- Track Specs 25m long x 5m wide
- Each team will be given 1 launch
- Teams must release glider from designated launch pad (meter stick with 2-#19 rubber bands interlocked)
- No limit on stretch
- Glider must land within confines of course
- Target is the center of a 1m x 1m square between meters 9 & 10 on the launch field
- Glider that lands closest to the target is the winner

Scoring

- Design teams get 1 launch
- Measurement is taken from center of target to the front tip of the fuselage
- Glider tip closest to the target wins the competition

Target Track



Stunt

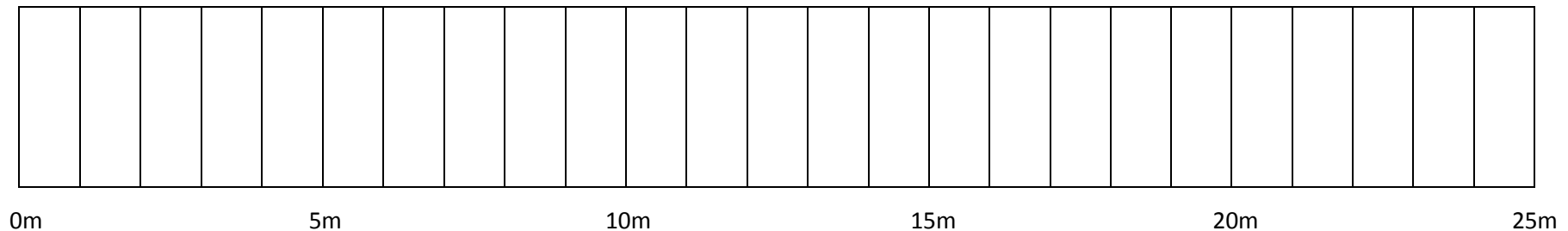
Objective: Student design teams will construct a glider that can perform specific stunt(s) e.g. loops, rolls (a stall is not considered a stunt).

- Track Specs 25m long x 5m wide
- Each team will be given 1 launch
- No launch restrictions
- Glider must land within confines of course
- Teams must describe stunt - more complex stunts will receive higher schools.
- Flight must match team description

Scoring

- Design teams get 1 launch
- Judges will rate stunt flight on a scale of 1-10
 - (1 – does not match description) --- (10 – perfectly matches description)
- Team with the highest total score wins the competition.

Stunt Track



Artistic Design

Objective: Student design teams will construct a glider that is functional and artistically designed and develop a poster session station and give a short presentation about its contribution to the book.

Scoring

- Students and mentors will vote (secret ballot) on a group to represent their class in the overall competition.
- Overall competition on the glider/poster session and presentation will be decided by panel of judges voting for placement.

Design Logs

Objective: Student design teams will organize the process that they completed in order to design their glider.

Scoring

- Mentors/teachers will judge student design logs using the Design Log Evaluation in the classroom.
- Mentors will choose the best Design Log to represent the class in the overall competition
- Class representative Design Log will be evaluated by a panel of judges for placement

Book Presentation

Objective: Classes will present their finished books.

Scoring

- Books will be evaluated using the Mobility Press Book Requirements Summary.
- A panel of judges will evaluate the ten classroom publications and determine the placement.